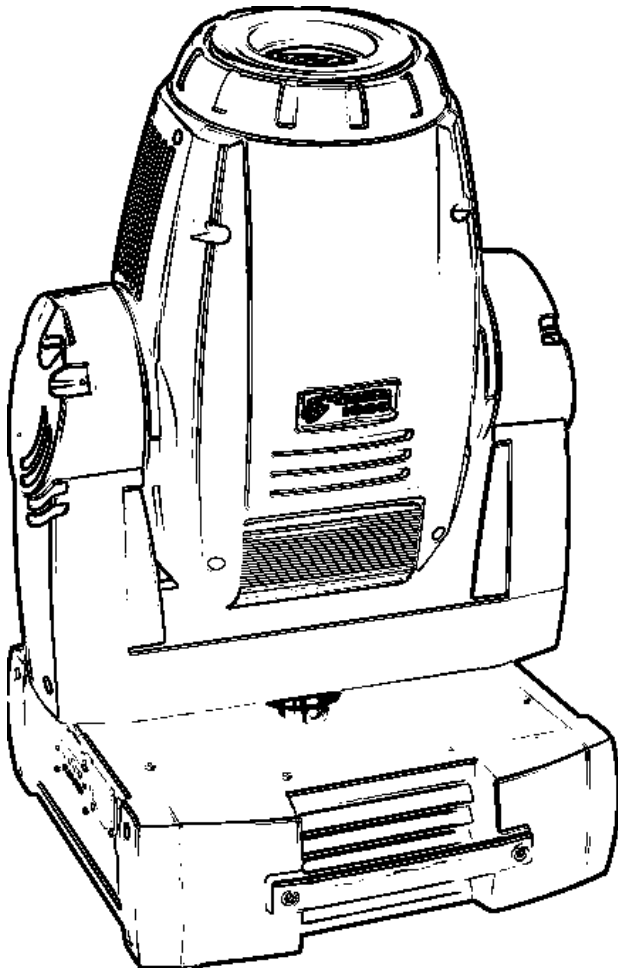
USER MANUAL

CE

EAGLE-1008 MOVING HEAD SPOT

(20 CHANNELS)

Please read over this manual before operating the light



Professional Stage Lighting

CONTENT

CONTENT…… 1

ATTENTION ……...…… 2

STRUCTURE ……..……..…… 3

FEATURES …… 3

SPECIFICATIONS ……..…… 4

TECHNICAL PARAMETER……..…… 4

DMX CHANNELS (EXPENDING PATTERN)…….... 4

DMX PARAMETER(16EH) ……..…… 5-8

DMX PARAMETER(16BT)……..…… 9-11

LCDISPLAY FUNCTION……..……..…….. 12-13

INSTALL OR REPLACE A LAMP ……... 14

POWER SUPPLY MAINS……...…… 15

POWER CONNECTION……. 15

DMX 512 SIGNAL CONNECTION……... 15

RIGGING (OPTIONAL)……...… 16

MAINTENANCE……. 16

CLEANING OF LENS SYSTEM…… 16

SAFETY INSTRUCTIONS ……..….. 16

ALARM…… 17

SOLUTIONS TO PROBLEMS……..…….. 17

ATTENTION

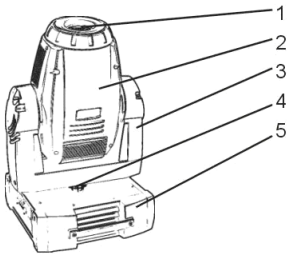
Thank you so much to choose our light! EAGLE 1008 is powerful in functions with "CE" Standard. It has been tested through frequent practice in deferent cases, and well recognized by professional designers in the filed of stage light. It fully shows the modern times light characteristic with good performance, it can be used in all kinds of scenes with need high quality lighting.

Please read this manual carefully before powering or installing the fixture, follow the safety precautions listed below and observe all warnings in this manual.

Warning: Always disconnect from mains supply before replacing the lamp, or not, it will burn the light.

1. Disconnect the fixture from AC power before removing or installing the lamp, fuses, or any part, and when not in using
2. Always make the fixture connected to the ground electrically.
3. Please stop using when it is very hard to use, and check the problem with our agent or factory.
4. If lamp on/off by controller please pays attention to the voltage depressed when open a lot of light in one time.
5. Using Electromagnetic ballast, the second time to open the light should be after 15minite from the first time.(electronic ballast have hot start-up function)
6. Don't expose the fixture to rain or moisture.

STRUCTURE



1、Through light hole
2、Light body
3、Arm
4、Beam plank
5、Cover

EAGLE 1008 HMI 575W moving head spot is powerful in functions with CE Standard. It has been tested through frequent practice in different cases, and well recognized by professional designers in the field of stage light. It has become one of the most popular moving head spots. This equipment provides high luminance spot effects, which impress people greatly. It can be used in all kinds of scenes, which need high quality lighting.

TECHNICAL PARAMETER:

VOLTAGE: Magnetic Ballast: AC 120V 60Hz

LAMP: HMI 575W

POWER CONSUMPTION: Magnetic Ballast: 775W

COLOUR SYSTEM: 2 colour wheels:

14 interchangeable colours+white,
half colour effect, bi-directional rainbow effect at variable speed

GOBOS: Fixed gobo wheel:

8 fixed gobos+white, gobo shake function

Rotating gobo wheel:

6 interchangeable rotating gobos+white,
bi-directionally rotating at variable speed, gobo shake function

PRISM WHEEL: 3-facet prism, bi-directionally rotating, speed adjustable

FOCUS: Linearly adjustable

ZOOM OPTICS: Covering a range from 15°~35°

DIMMER: 0-100% linearly adjustable

STROBE/SHUTTER: Double strobe/shutter blades, 1-10 flash per second

IRIS: 5-100%linearly adjustable

PAN AND TILT: Smooth, automatic Pan/Tilt position correction, speed adjustable

RANGE: Pan-450°, Tilt-270°(16-bit)

VECTOR MODE: Colour+XY+GOBO+Prism vector

COOLING: Forced air cooling

CONTROL: DMX 512, 3 pin interface

CHANNELS: Standard Mode: 16; Extended Mode: 20

DISPLAY: LCD display, brightness and contrast adjustable, English/Chinese language can set

PROTECT GRADE: IP20, overheating & overvoltage protection

NET WEIGHT: Magnetic Ballast: 39Kg

GROSS WEIGHT: Carton: 44Kg; Flight case: 63Kg

FIXTURE DIMENSION: L440×W395×H690(mm)

PACKING DIMENSION: Carton: L515×W485×H758(mm);
Flight case: L540×W435×H990(mm)

DMX PROTOCOL

DMX CHANNELS (Expanding model 16EH)

CH 1：Strobe + Reset + Shutter
CH 2：Dimmer
CH 3：Color Wheel 1
CH 4：Color Wheel 2
CH 5：Pan
CH 6：Tilt
CH 7：Pan Fine
CH 8：Tilt Fine
CH 9：Pan & Tilt Speed + Vector Mode
CH 10：Iris
CH 11：Fixed Gobo Wheel
CH 12：Rotating Gobo Wheel
CH 13：Gobo Rotation
CH 14：Focus
CH 15：Zoom
CH 16：Prism
CH 17：Prism Rotation
CH 18：Color Marcos
CH 19：Gobo Marcos
CH 20：Vector Mode

DMX CHANNELS (Basic model 16bb)

CH 1：Strobe + Reset + Shutter
CH 2：Dimmer
CH 3：Color Wheel 1
CH 4：Color Wheel 2
CH 5：Pan
CH 6：Tilt
CH 7：Pan&Tilt speed + Vector mode
CH 8：Iris
CH 9：Fixed Gobo Wheel
CH 10：Rotating Gobo Wheel
CH 11：Gobo Rotation
CH 12：Focus
CH 13：Zoom
CH 14：Prism
CH 15：Prism Rotation
CH 16：Vector Mode

DMX PROTOCOL （16EH）

CHANNEL 1 STROBE + RESET + SHUTTER

DMX 512 VALUE 0-255	FUNCTION
0-19	Shutter Close
20-49	White
50-100	Strobe fast-slow
101-107	White
108-127	Shutter Close
128-147	Shutter Open
148-155	White
156-235	Strobe Random
236-245	Reset
246-250	Shutter Open
251-255	Shutter Close

CHANNEL 2 DIMMER

DMX 512 VALUE 0-255	FUNCTION
0-255	Dark - Light

CHANNEL 3 COLOR WHEEL 1

DMX 512 VALUE 0-255	FUNCTION
0-153	Angle
154-163	Rose red
164-168	Purple
169-173	Orange
174-178	Green
179-183	Yellow
184-188	Blue
189-193	Red
194-198	White
199-219	Rainbow Clockwise Revolve fast to slow
220-240	Rainbow Anticlockwise Revolve slow to fast
241-255	Random change color

CHANNEL 4 COLOR WHEEL 2

DMX 512 VALUE 0-255	FUNCTION
0-153	Angle
154-163	Effect Color
164-168	Light rose red
169-173	Light Blue
174-178	Yellow and Green

179-183	Pink
184-188	Temperature decreasing
189-193	Temperature increasing
194-198	White
199-219	Rainbow Clockwise Revolve fast to slow
220-240	Rainbow Anticlockwise Revolve slow to fast
241-255	Random change color

CHANNEL 5 PAN

DMX 512 VALUE 0-255	FUNCTION
0—255	Pan Max. 450°

CHANNEL 6 TILT

DMX 512 VALUE 0-255	FUNCTION
0—255	Tilt Max. 270°

CHANNEL 7 PAN FINE

DMX 512 VALUE 0-255	FUNCTION
0-255	Pan fine adjustment 3.6°

CHANNEL 8 TILT FINE

DMX 512 VALUE 0-255	FUNCTION
0-255	Tilt fine adjustment 3.6°

CHANNEL 9 X&Y Speed + Vector Mode

DMX 512 VALUE 0-255	FUNCTION
0-251	Scan speed adjustment(fast to slow)
252-255	Vector

CHANNEL 10 IRIS

DMX 512 VALUE 0-255	FUNCTION
0-199	Big to Small
200-255	Automatism slow- fast

CHANNEL 11 FIXED GOBO WHEEL

DMX 512 VALUE 0-255	FUNCTION
0	White
01-16	GOBO 1, No rotating
17-33	GOBO 2, No rotating
34-50	GOBO 3, No rotating
51-67	GOBO 4, No rotating
68-84	GOBO 5, No rotating

85-101	GOBO 6, No rotating
102-118	GOBO 7, No rotating
119-135	GOBO 8, No rotating
136-153	White
154-158	GOBO 8, No rotating
159-163	GOBO 7, No rotating
164-168	GOBO 6, No rotating
169-173	GOBO 5, No rotating
174-178	GOBO 4, No rotating
179-183	GOBO 3, No rotating
184-188	GOBO 2, No rotating
189-193	GOBO 1, No rotating
194-198	White
199-219	GOBO Animation(Fast to Slow)
220-240	GOBO Animation(Slow to Fast)
241-255	Random Gobo

CHANNEL 12 ROTATING GOBO WHEEL

DMX 512 VALUE 0-255	FUNCTION
0-127	Clockwise Revolve Slow-Fast
128-252	Anticlockwise Revolve Fast- Slow
253-255	Not Rotation

CHANNEL 13 GOBO ROTATION

DMX 512 VALUE 0-255	FUNCTION
0-127	Clockwise Revolve Slow-Fast
128-252	Anticlockwise Revolve Fast- Slow
253-255	Not Rotation

CHANNEL 14 FOCUS

DMX 512 VALUE 0-255	FUNCTION
0-255	Linear focusing

CHANNEL 15 ZOOM

DMX 512 VALUE 0-255	FUNCTION
0-255	Linear Amplify

CHANNEL 16 PRISM

DMX 512 VALUE 0-255	FUNCTION
0-31	White
32-255	PRISM

CHANNEL 17 PRISM ROTATION

DMX 512 VALUE 0-255	FUNCTION
0-127	Angle adjustment
128-191	clockwise Revolve Fast- Slow
192-255	Anticlockwise Revolve Slow-Fast

CHANNEL 18 COLOR MACROS

DMX 512 VALUE 0-255	FUNCTION
0-15	None
16-95	Color 1,Slow- Fast
96-175	Color 2,Slow- Fast
176-255	Color 1,2 , Slow- Fast

CHANNEL 19 GOBO MACROS

DMX 512 VALUE 0-255	FUNCTION
0-95	None
96-175	Slow- Fast
176-255	Slow- Fast

CHANNEL 20 VECTOR MODE

DMX 512 VALUE 0-255	FUNCTION
0-251	Not vector
252-255	Color ,Rotating gobo ,Prism,Vector

DMX PROTOCOL （Basic model 16bt）

CHANNEL 1 STROBE + RESET + SHUTTER

DMX 512 VALUE 0-255	FUNCTION
0-19	Shutter Close
20-49	White
50-100	Strobe fast-slow
101-107	White
108-127	Shutter Close
128-147	Shutter Open
148-155	White
156-235	Strobe Random
236-245	Reset
246-250	Shutter Open
251-255	Shutter Close

CHANNEL 2 DIMMER

DMX 512 VALUE 0-255	FUNCTION
0-255	Dark - Light

CHANNEL 3 COLOR WHEEL 1

DMX 512 VALUE 0-255	FUNCTION
0-153	Angle
154-163	Rose red
164-168	Purple
169-173	Orange
174-178	Green
179-183	Yellow
184-188	Blue
189-193	Red
194-198	White
199-219	Rainbow Clockwise Revolve fast to slow
220-240	Rainbow Anticlockwise Revolve slow to fast
241-255	Random change color

CHANNEL 4 COLOR WHEEL 2

DMX 512 VALUE 0-255	FUNCTION
0-153	Angle
154-163	Effect Color
164-168	Light rose red
169-173	Light Blue
174-178	Yellow and Green
179-183	Pink

184-188	Temperature decreasing
189-193	Temperature increasing
194-198	White
199-219	Rainbow Clockwise Revolve fast to slow
220-240	Rainbow Anticlockwise Revolve slow to fast
241-255	Random change color

CHANNEL 5 PAN

DMX 512 VALUE 0-255	FUNCTION
0—255	Pan Max. 450°

CHANNEL 6 TILT

DMX 512 VALUE 0-255	FUNCTION
0—255	Tilt Max. 270°

CHANNEL 7 X&Y Speed + Vector Mode

DMX 512 VALUE 0-255	FUNCTION
0-251	Scan speed adjustment(fast to slow)
252-255	Vector

CHANNEL 8 IRIS

DMX 512 VALUE 0-255	FUNCTION
0-199	Big to Small
200-255	Automatism slow- fast

CHANNEL 9 FIXED GOBO WHEEL

DMX 512 VALUE 0-255	FUNCTION
0	White
01-16	GOBO 1, No rotating
17-33	GOBO 2, No rotating
34-50	GOBO 3, No rotating
51-67	GOBO 4, No rotating
68-84	GOBO 5, No rotating
85-101	GOBO 6, No rotating
102-118	GOBO 7, No rotating
119-135	GOBO 8, No rotating
136-153	White
154-158	GOBO 8, No rotating
159-163	GOBO 7, No rotating
164-168	GOBO 6, No rotating
169-173	GOBO 5, No rotating
174-178	GOBO 4, No rotating

179-183	GOBO 3, No rotating
184-188	GOBO 2, No rotating
189-193	GOBO 1, No rotating
194-198	White
199-219	GOBO Animation(Fast to Slow)
220-240	GOBO Animation(Slow to Fast)
241-255	Random Gobo

CHANNEL 10 ROTATING GOBO WHEEL

DMX 512 VALUE 0-255	FUNCTION
0-127	Clockwise Revolve Slow-Fast
128-252	Anticlockwise Revolve Fast- Slow
253-255	Not Rotation

CHANNEL 11 GOBO ROTATION

DMX 512 VALUE 0-255	FUNCTION
0-127	Clockwise Revolve Slow-Fast
128-252	Anticlockwise Revolve Fast- Slow
253-255	Not Rotation

CHANNEL 12 FOCUS

DMX 512 VALUE 0-255	FUNCTION
0-255	Linear focusing

CHANNEL 13 ZOOM

DMX 512 VALUE 0-255	FUNCTION
0-255	Linear Amplify

CHANNEL 14 PRISM

DMX 512 VALUE 0-255	FUNCTION
0-31	White
32-255	PRISM

CHANNEL 15 PRISM ROTATION

DMX 512 VALUE 0-255	FUNCTION
0-127	Angle adjustment
128-191	clockwise Revolve Fast- Slow
192-255	Anticlockwise Revolve Slow-Fast

CHANNEL 16 VECTOR MODE

DMX 512 VALUE 0-255	FUNCTION
0-251	Not vector
252-255	Color ,Rotating gobo ,Prism,Vector

LCD DISPLAY BOARD AND ADDRESS SET INSTRUCTION

MENU	FUNCTION	OPTION
Original status	DMX address=001	
Exit	return to original status	
DMX address	DMX address	
Parameter	back	
	Control	Standard Extended
	Model	EAGLE 1008
Option	X Reverse	No
		Yes
	Y Reverse	No
		Yes
	XY Exchange	No
		Yes
	Dimmer Reverse	No
		Yes
	Iris Reverse	No
		Yes
	Turn shortest	No
		Yes
	DMX reset	No
		Yes
Display	Back	
	Language	Simplified Chinese
		English

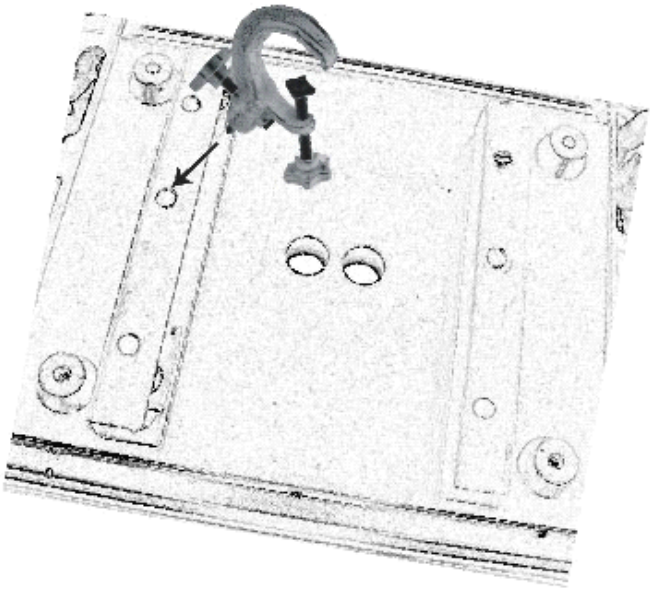
MENU	FUNCTION	OPTION
Man Control	back	
	CH 1：Strobe + Reset + Shutter	0--255
	CH 2：Dimmer	0--255
	CH 3：Color Wheel 1	0--255
	CH 4：Color Wheel 2	0--255
	CH 5：Pan	0--255
	CH 6：Tilt	0--255
	CH 7：Pan Fine	0--255
	CH 8：Tilt Fine	0--255
	CH 9：Pan & Tilt Speed + Vector Mode	0--255
	CH 10：Iris	0--255
	CH 11：Fixed Gobo Wheel	0--255
	CH 12：Rotating Gobo Wheel	0--255
	CH 13：Gobo Rotation	0--255
	CH 14：Focus	0--255
	CH 15：Zoom	0--255
	CH 16：Prism	0--255
	CH 17：Prism Rotation	0--255
	CH 18：Color Marcos	0--255
	CH 19：Gobo Marcos	0--255
	CH 20：Vector mode	
Test operation	Back	
	Sound	program run
	Auto	program run
Resume default	Back	
	Enter	
Fixture reset	Back	
	Enter	
Indicate info : Link error System reset		

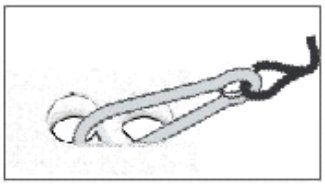
INSTALL THE FIXTURE

1. Make sure that the point of fixing is stable before positioning the light, It must bear more than 10 multiple of the light weight

2. Use two special M10 bolts to fix the fixed-screw, which is in the projector's soleplate, ensure projector can't fall. And, must use rope to tie the projector's handle and other fixing-points when you fix them.

3. when positioning the projector, the distance between the objects that beam hi and the lens of projector should keep more than 1meter, and the minimum distance from the surface of projector to any flammable material should be at least 0.5meters.In order to ensure the light working normally and stably, the ambient temperature must not exceed 35°





Install and Replace the lamp

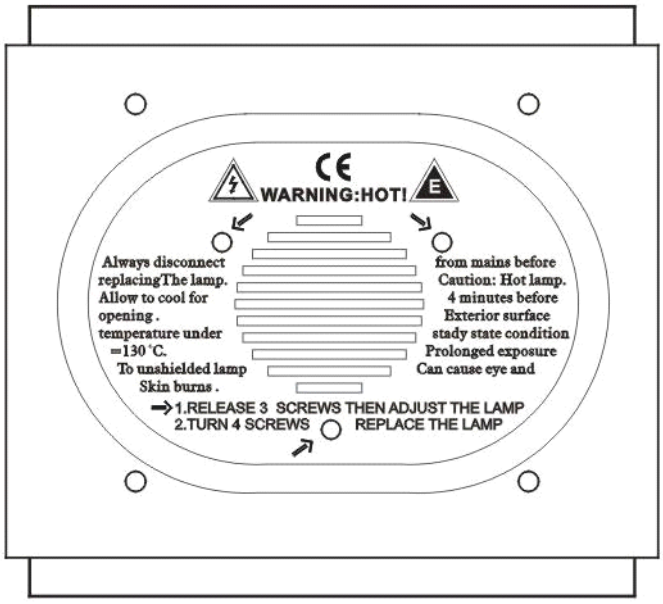
1. Unscrew the 2 screws at the back of the fixture, and then pull the lamp socket.

2. If changing the lamp, please just remove the old one from the socket.

3. Holding the new lamp align the small pin on the lamp with the small hole in the socket and insert the lamp squarely.

4. Align the screw holes and fasten the lamp access plate with 2 screws.

5. Please check whether the lamp was fixed tightly. Otherwise, poor connection may lead to short-circuit discharge under the high voltage.



Power supply mains

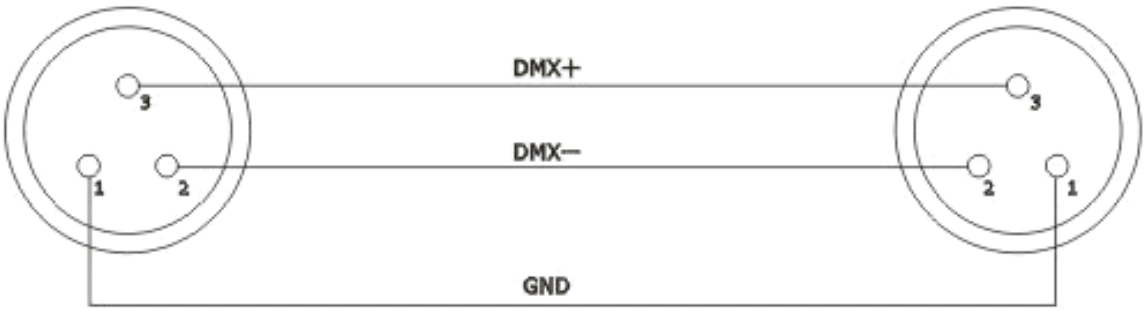
Use the provided plug to connect the main power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

Important

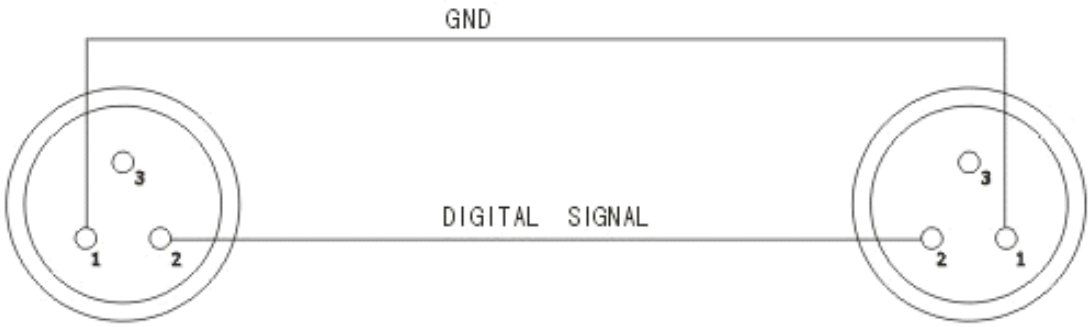
It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards. Power consumption of this projector is 200VA.

Watchdog system

When the projector is switched on the electronics performing a reset, this function moves the head to an extreme limit point and rotates the internal color and gobo wheels thus allowing the microprocessor control system to register the positions of all motor under its control. When the lamp strikes and fires up it can create some noise within the projector that has the potential to disturb the microprocessors. This projector is fitted with an electronic watchdog system that monitors the microprocessor and will initiate a reset if the functioning of the microprocessor has been disturbed. This system ensures that the reset is performed successfully and once completed the projector is ready to receive control instruction and operate without problem.



Connecting DMX512 digital signal,
Please using high quality screen line to connect it, for fear interfering.



Rigging（Optional）

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

1．Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.

2．Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.

3．Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.

4．Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.

5．Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

Maintenance

Install and replace lamp， the attentions are as follows:

- MSR lamp's average life is 750 hours, please check if it works out before replace it.
- Draw out the line of power supply.
- Cool the lamp for 10-15 minutes after it blacks out, and then tweak the four screws. Open the cover, get the old lamp out and insert the new one.

Cleaning of lens system

- Wash exterior and interior optical mirrors to enhance the brightness in regular time, especially when equipment used in messy surroundings. Use mirror cleanser (or alcohol) to wash exterior mirrors in every 15/20 days, 40/60 days for interior focusing prism/reflector.

Safety information

- Do not separate the light personally.
- Prevent liquid, water and metal into the equipment.

The equipment not fit for cases below:

- Relative humidity is too high.
- Shake and hit
- Room temperature is above 40 degree or below 0 degree.
- Relative temperature is below 30 degree or above 80 degree.

Alarm:

- Replace the housing, lens and ultraviolet radiation when visible damage takes place, such as cracks.
- Replace the lamp when damage happens to it or its maximum life is used up.
- Shut off the power supply when replace lamp, safety box, and any other accessories and when it does not work.
- Keep the ground switch connected to ground.
- Power supply must meet the local standard on architecture and electric signal with overload protection and connect to earth.
- Do not make light beam shine on skin, do not look at the light source directly.
- Prevent short circuit happening to temperature control switch and safety box. When replace defective fuse, choose approved new fuse of the same type.
- Keep the distance more than 1 M from equipment to flammable material (such as cloth, wood, paper).
- Keep the distance 0.1 M from fan to vent.
- When housing of equipment feels very hot, cool it for 15 minutes before operation.
- Advise you to choose accessories produced by us when install and replace.
- Whenever install or move equipment, set an alarm to prevent others entering job site.
- Do not put your hand between side arm and light structure when light working. (shown in picture 1 by arrow)
- Keep the optical system clean. Make the maintenance according to this manual when use in messy and dusty environment
- Luminous flux will decrease once the mirror gets covered by fatness or dust.

Solutions to problems

Phenomenon of power supply

- Lamp does not light, motor does not work itself.
  When reset, indicator light of On/Off does not light.
- Lamp lights, reset, but one of the protocols out of control.
- Lamp not in stable control for lighting.
- Light spot not bright enough.
- Lamp lights, then black out, and lights again in a while.

Causes:

- Power supply not in normal state, not well connected, the fuse breaks up.
- Control line not connected, or connected not to the right address code, please check the address code.
- Voltage is too low, lamp close to using up
- Lamp close to using up, optical mirror not clean.
- Overheating protection, please check if cooling system is blocked or not.